FIG. 1

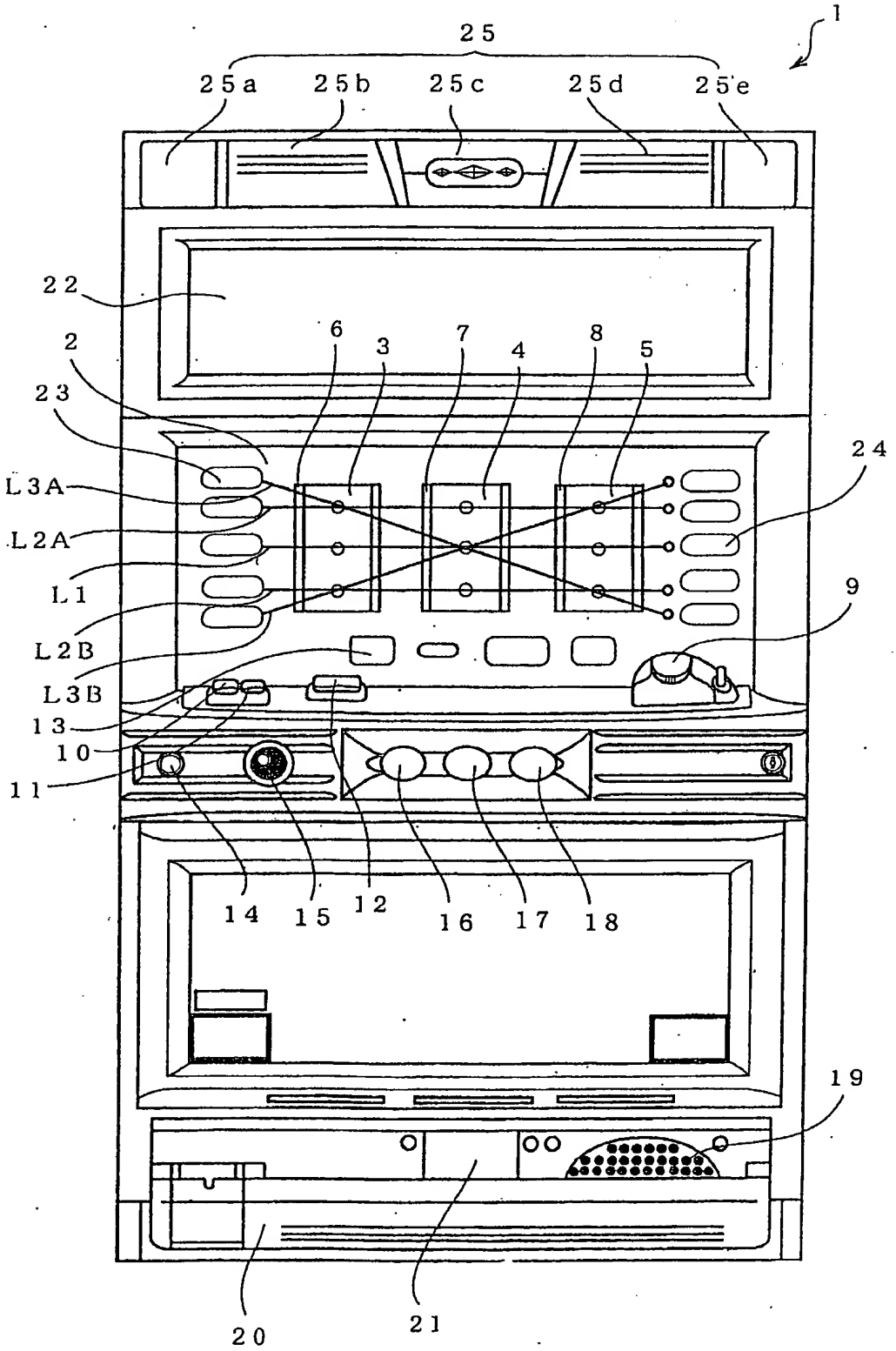

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FIG.2

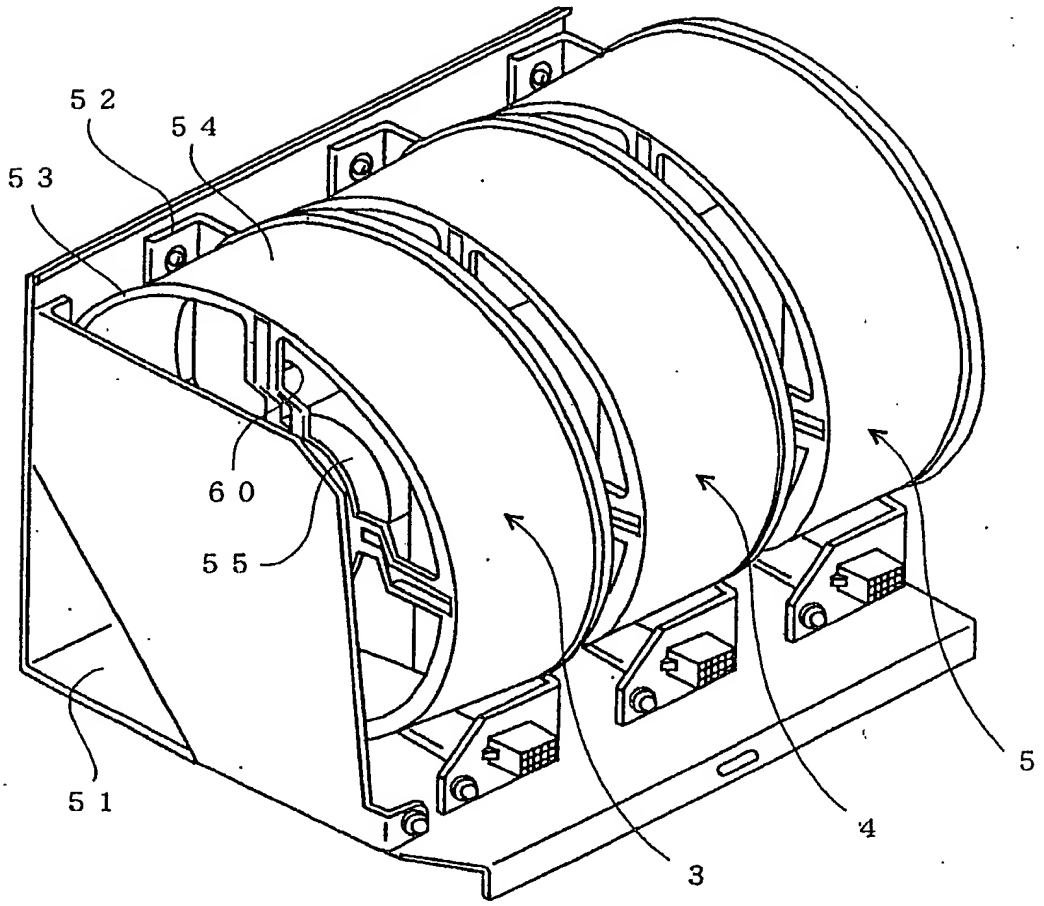

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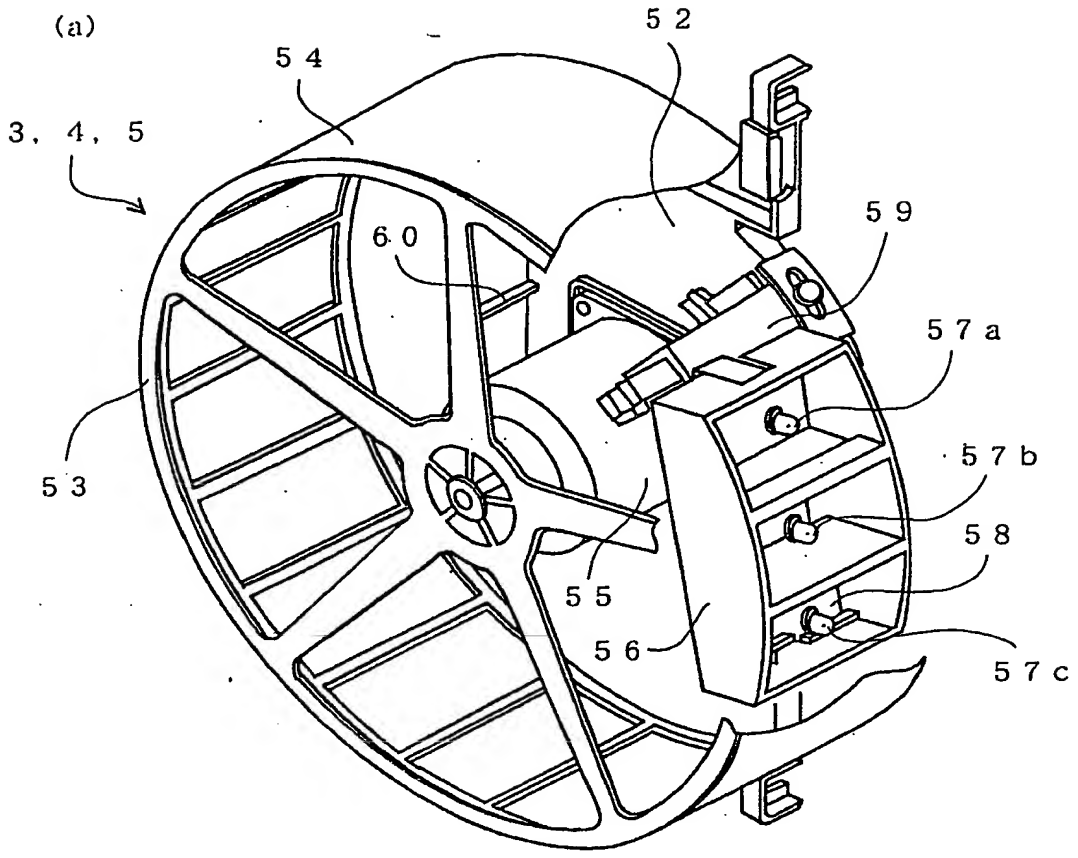
FIG.3



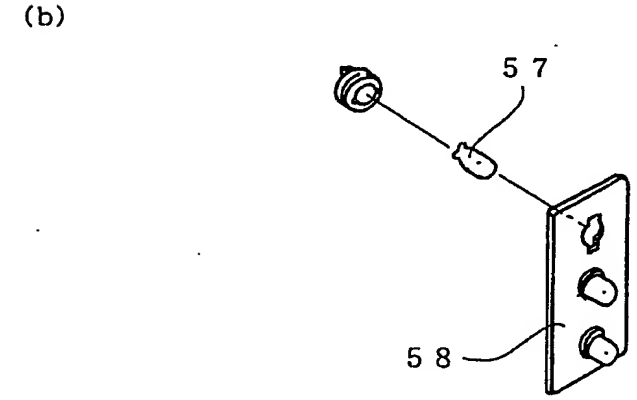


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FIG.4

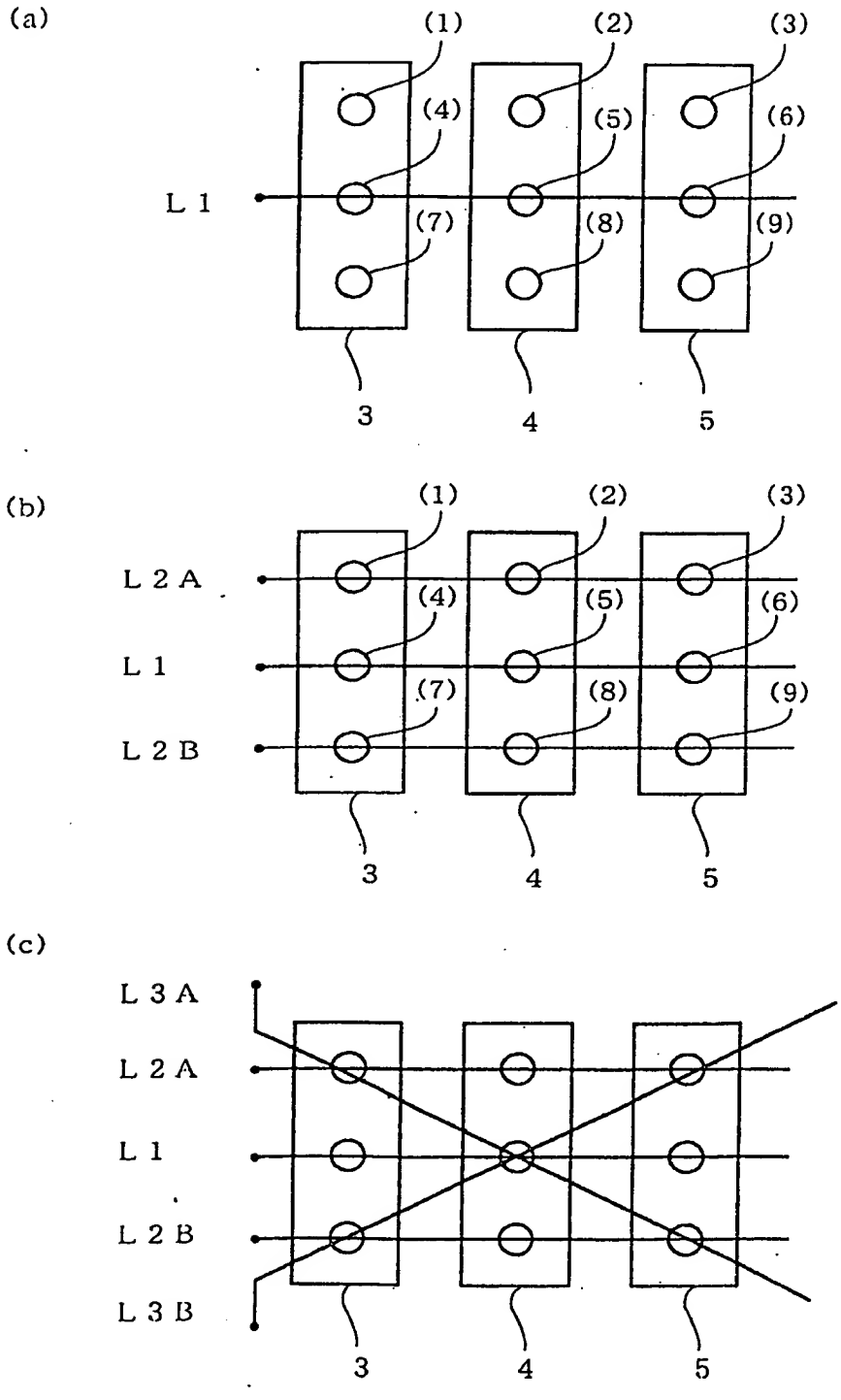

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FIG.5

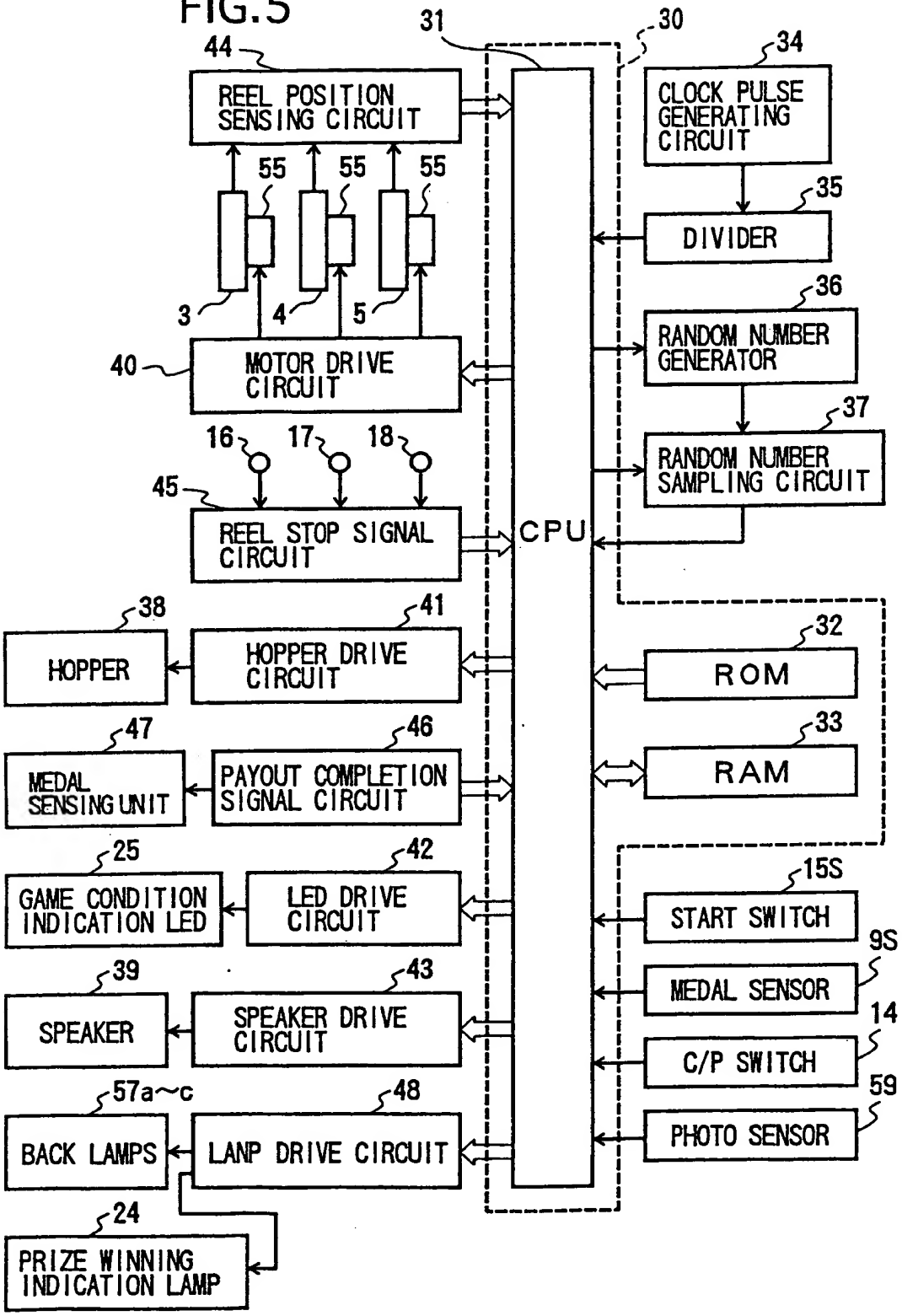

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FIG.6

PRIZE / NUMBER OF THE INSERTED GAME MEDALS	BIG	MEDIUM	SMALL		
	BB	RB	PLUMS	BELLS	REPLAY
1	a1	b1	c1	d1	e1
2	a2	b2	c2	d2	e2
3	a3	b3	c3	d3	e3

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FIG.7

CODE No.	FIRST ROTATION REEL	SECOND ROTATION REEL	THIRD ROTATION REEL
0	A	E	B
1	G	C	H
2	F	D	F
3	C	G	E
4	F	D	F
5	A	A	A
6	D	E	E
7	C	G	F
8	G	D	D
9	F	E	F
10	C	B	H
11	F	D	B
12	A	E	F
13	E	D	E
14	C	A	F
15	F	E	H
16	B	G	C
17	F	D	F
18	C	B	D
19	E	F	E
20	F	D	F

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FIG.8

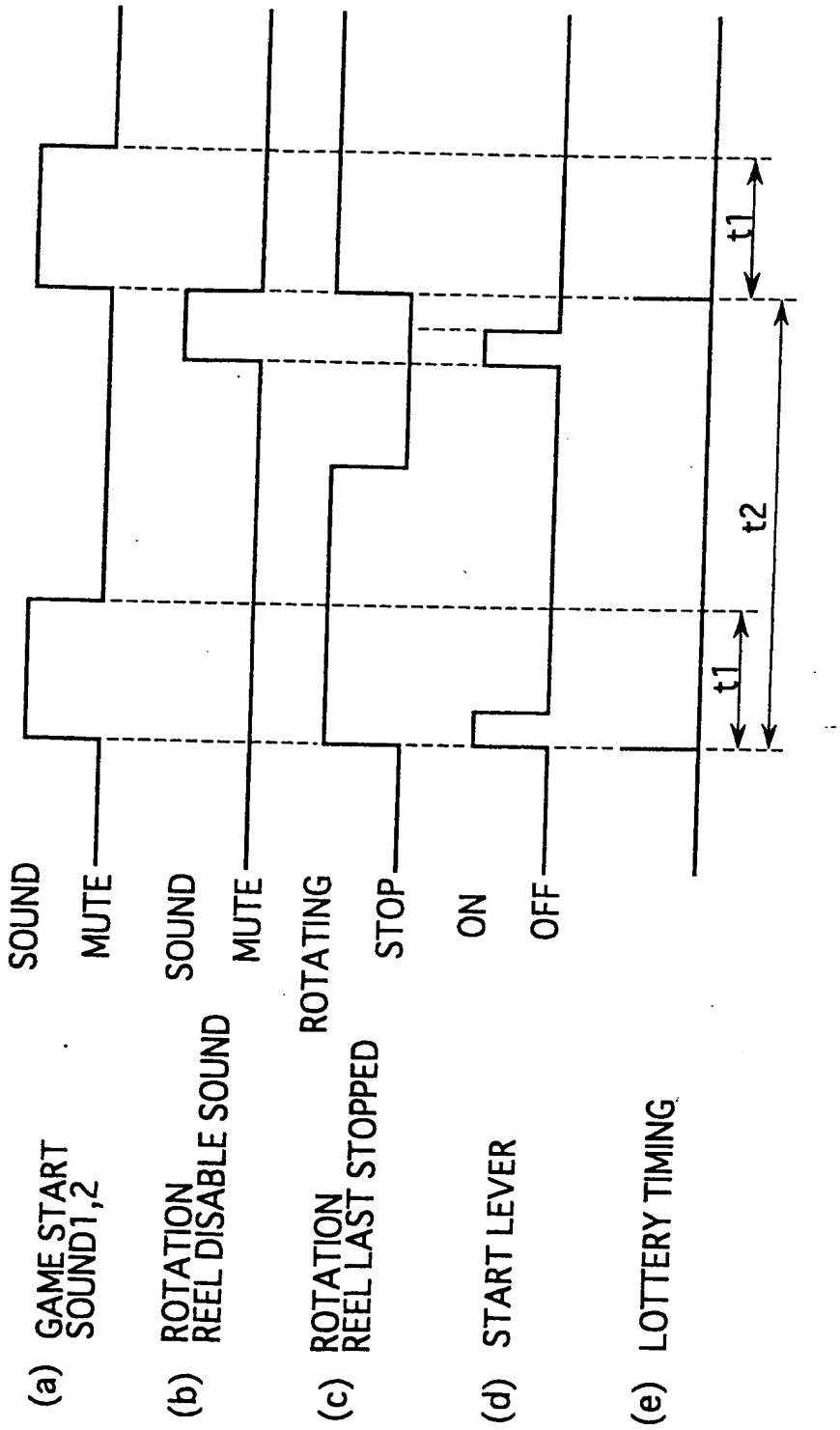

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FIG.9

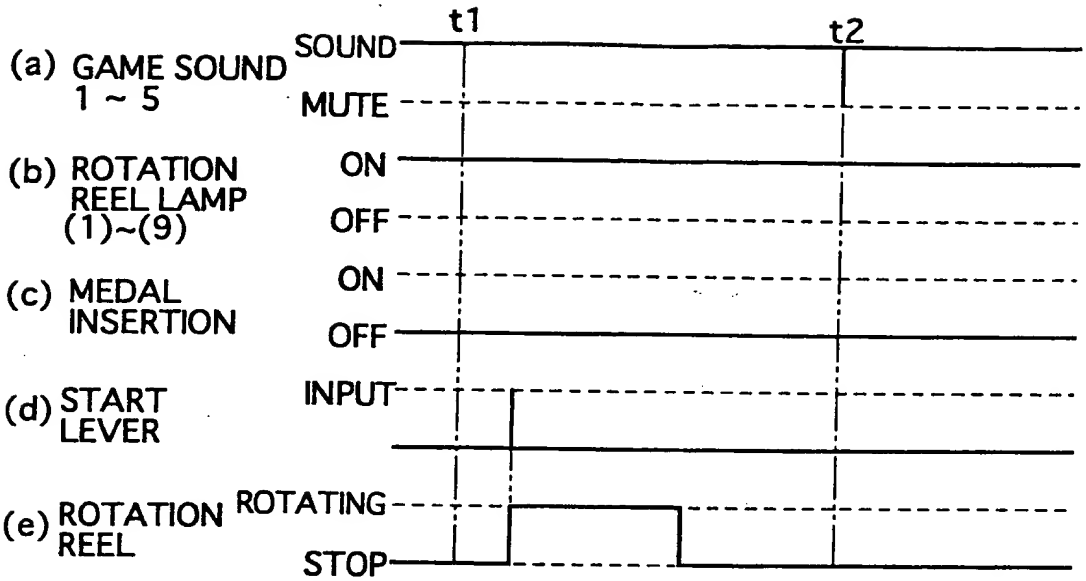
t1
t2
(a) GAME SOUND 1 ~ 5
SOUND
MUTE
(b) ROTATION REEL LAMP (1)~(9)
ON
OFF
(c) MEDAL INSERTION
ON
OFF
(d) START LEVER
INPUT
(e) ROTATION REEL
ROTATING
STOP

FIG.10

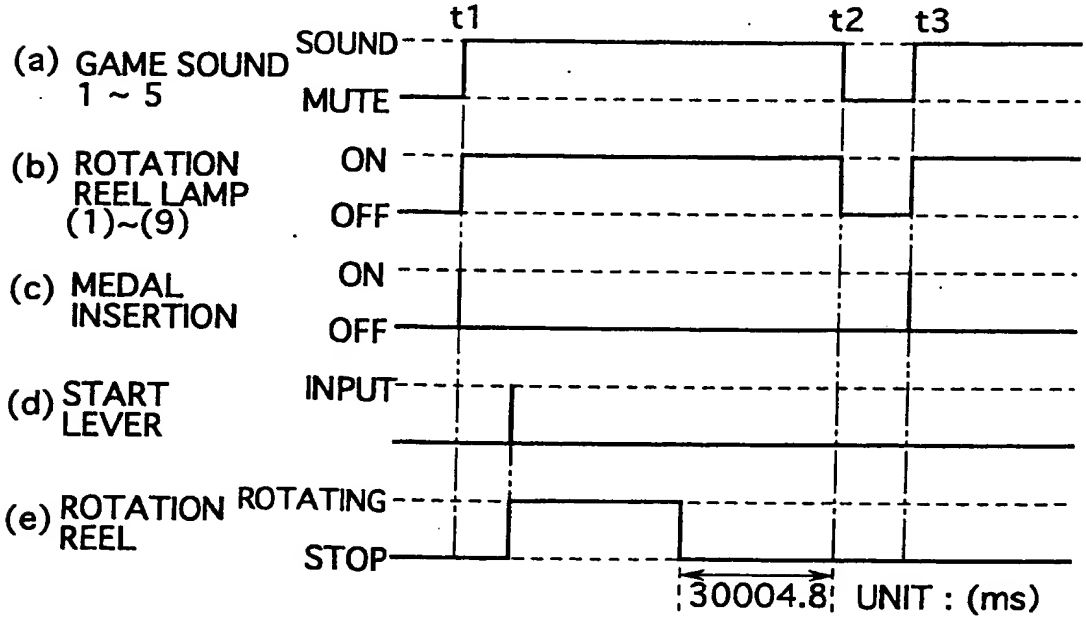
t1
t2
t3
(a) GAME SOUND 1 ~ 5
SOUND
MUTE
(b) ROTATION REEL LAMP (1)~(9)
ON
OFF
(c) MEDAL INSERTION
ON
OFF
(d) START LEVER
INPUT
(e) ROTATION REEL
ROTATING
STOP
30004.8
UNIT : (ms)

FIG.11

CURRENT GAME SOUND	VARIATION VALUE	SUBSEQUENT GAME SOUND
GAME SOUND1	0~+4	GAME SOUND1, GAME SOUND2, GAME SOUND3, GAME SOUND4, GAME SOUND5
GAME SOUND2	-1~+3	GAME SOUND1, GAME SOUND2, GAME SOUND3, GAME SOUND4, GAME SOUND5
GAME SOUND3	-2~+2	GAME SOUND1, GAME SOUND2, GAME SOUND3, GAME SOUND4, GAME SOUND5
GAME SOUND4	0~+1	GAME SOUND4, GAME SOUND5
GAME SOUND5	0	GAME SOUND5

FIG.12

(A)	(B)	(C)	(D)
GAME CONDITION	CURRENT GAME SOUND	VARIATION VALUE	SUBSEQUENT GAME SOUND
REGULAR GAME	GAME SOUND1 GAME SOUND2 GAME SOUND3	0~+2 -1~+1 -2~0	GAME SOUND1~3 GAME SOUND1~3 GAME SOUND1~3
REGULAR GAME IN RB	GAME SOUND1 GAME SOUND2 GAME SOUND3 GAME SOUND4	0~+3 -1~+2 -2~+1 0	GAME SOUND1~4 GAME SOUND1~4 GAME SOUND1~4 GAME SOUND4
REGULAR GAME IN BB	GAME SOUND1 GAME SOUND2 GAME SOUND3 GAME SOUND4 GAME SOUND5	0~+4 -1~+3 -2~+2 0~+1 0	GAME SOUND1~5 GAME SOUND1~5 GAME SOUND1~5 GAME SOUND4~5 GAME SOUND5

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FIG.13

(a)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME	80	38	10			128
REGULAR GAME IN RB	60	43	20	5		128
REGULAR GAME IN BB	50	38	30	5	5	128

(UNIT:/128)

(b)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME	30	78	20			128
REGULAR GAME IN RB	5	53	60	10		128
REGULAR GAME IN BB	15	38	60	10	5	128

(UNIT:/128)

(c)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME	50	38	40			128
REGULAR GAME IN RB	1	20	77	30		128
REGULAR GAME IN BB	1	15	70	30	12	128

(UNIT:/128)

(d)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME						
REGULAR GAME IN RB				128		128
REGULAR GAME IN BB				108	20	128

(UNIT:/128)

(e)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME						
REGULAR GAME IN RB						
REGULAR GAME IN BB					128	128

(UNIT:/128)

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FIG.14

VARIATION VALUE	CURRENT GAME SOUND	NO PRIZE	PLUMS	BELLS	REPLAY	RB	BB
-1	3	1	3	2	2	4	4
-2	2	25	25	25	25	5	5
	3	25	25	25	25	5	5
0	1	6	9	8	7	12	12
	2	6	9	8	7	12	12
	3	6	9	8	7	12	12
	4	10	10	10	10		
	5	11	11	11	11		
+1	1	13	16	15	14	17	18
	2	13	16	15	14	17	18
	3	19	19	19	19		
	4	19	19	19	19		
+2	1	26	26	26	26	20	21
	2	22	22	22	22		
	3	22	22	22	22		
+3	1	23	23	23	23		
	2	23	23	23	23		
+4	1	24	24	24	24		

09/24/05, EAST Version: 2.0.1.4

FIG.15

(a)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP1

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
25	1	1	1	2
25	1	1	2	1
50	1	2	1	1
50	1	0	3	1
50	1	0	1	3
28	1	1	0	3
28	1	1	3	0

(b)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP2

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
25	1	0	3	1
25	1	0	1	3
50	1	2	1	1
28	1	1	3	0
50	1	3	0	1
50	1	3	1	0

(c)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP3

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
100	1	0	2	2
56	1	2	0	2
100	1	2	2	0

(d)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP4

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
50	1	3	0	1
50	1	3	1	0
30	1	0	0	4
30	1	0	4	0
20	1	0	3	1
20	1	0	1	3
15	1	1	0	3
16	1	1	3	0
25	1	4	0	0

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FIG.16

(e)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP5

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
20	1	1	0	4
80	1	1	4	0
6	1	0	1	4
10	1	0	4	1
10	1	1	1	3
10	1	1	3	1
20	1	3	1	1
50	1	4	0	1
50	1	4	1	0

(f)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP6

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
3	1	1	1	4
3	1	1	4	1
4	1	4	1	1
20	1	4	0	2
20	1	4	2	0
20	1	0	2	4
20	1	0	4	2
5	1	2	0	4
5	1	2	4	0
156	1	2	2	2

(g)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP7

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
20	1	0	2	4
20	1	0	4	2
5	1	2	0	4
5	1	2	4	0
156	1	2	2	2
25	1	4	0	2
25	1	4	2	0

(h)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP8

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
5	1	1	2	3
5	1	1	3	2
30	1	2	1	3
30	1	2	3	1
10	1	3	1	2
20	1	3	2	1
156	1	2	2	2

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FIG.17

(i)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP9

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
156	1	2	2	2
30	1	1	1	4
50	1	1	4	1
20	1	4	1	1

(j)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP10

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
20	1	4	1	1
40	1	1	2	3
40	1	1	3	2
10	1	1	1	4
10	1	1	4	1
36	1	2	2	2
10	1	2	1	3
10	1	2	3	1
40	1	3	1	2
40	1	3	2	1

(k)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP11

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
256	1	2	2	2

(l)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP12

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
41	1	2	2	2
10	1	0	3	3
10	1	0	2	4
10	1	0	4	2
15	1	2	0	4
15	1	2	4	0
35	1	3	0	3
20	1	3	3	0
20	1	4	0	2
20	1	4	2	0
10	1	2	3	4
10	1	2	4	3
10	1	3	2	4
10	1	3	4	2
10	1	4	2	3
10	1	4	3	2

FIG.18

(m)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP13

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
50	1	1	0	4
50	1	1	4	0
78	1	2	1	4
78	1	2	4	1

(n)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP14

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
28	1	0	3	4
28	1	0	4	3
40	1	3	0	4
40	1	3	4	0
60	1	4	0	3
60	1	4	3	0

(o)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP15

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
156	1	4	1	2
100	1	4	2	1

(p)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP16

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
100	1	4	2	1
56	1	4	1	2
30	1	2	2	3
30	1	2	3	2
40	1	3	2	2

(q)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP17

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
28	1	3	1	3
28	1	3	3	1
50	1	1	0	4
50	1	1	4	0
50	1	1	3	3
15	1	2	1	4
35	1	2	4	1

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FIG.19

(r)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP18

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
50	1	1	0	4
50	1	1	4	0
50	1	1	3	3
15	1	2	1	4
35	1	2	4	1
13	1	3	1	3
13	1	3	3	1
15	2	2	2	3
12	2	2	3	2
3	2	3	2	2

(s)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP19

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
30	1	1	0	4
30	1	1	4	0
15	1	2	1	4
15	1	2	2	3
15	1	2	3	2
15	1	2	4	1
26	1	3	2	2
50	1	4	1	2
60	1	4	2	1

(t)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP20

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
20	1	4	1	3
46	1	4	3	1
10	1	0	4	4
15	1	1	3	4
15	1	1	4	3
30	1	2	3	3
20	1	3	1	4
20	1	3	2	3
20	1	3	3	2
20	1	3	4	1
10	1	4	0	4
30	1	4	4	0

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FIG.20

(u)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP21

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
10	1	0	4	4
15	1	1	3	4
15	1	1	4	3
30	1	2	3	3
20	1	3	1	4
20	1	3	2	3
20	1	3	3	2
20	1	3	4	1
10	1	4	0	4
30	1	4	4	0
20	2	2	2	4
6	2	2	4	2
10	2	4	2	2
10	1	4	1	3
20	1	4	3	1

(v)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP22

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
10	1	4	1	3
20	1	4	3	1
106	1	1	3	4
50	1	1	4	3
20	1	3	1	4
50	1	3	4	1

(w)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP23

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
6	1	1	4	4
50	1	2	3	4
10	1	2	4	3
10	1	3	2	4
55	1	3	3	3
50	1	3	4	2
40	1	4	1	4
15	1	4	2	3
10	1	4	3	2
10	1	4	4	1

(x)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP24

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
96	1	2	4	4
70	1	3	3	4
20	1	3	4	3
20	1	4	2	4
20	1	4	3	3
30	1	4	4	2

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FIG.21

(y-1)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP25

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
10	1	0	2	3
10	1	0	3	2
10	1	0	1	4
10	1	0	4	1
10	1	1	0	4
10	1	1	4	0
10	1	1	2	2
10	1	2	0	3
10	1	2	3	0
10	1	2	1	2
10	1	2	2	1
10	1	3	0	2
10	1	3	2	0
10	1	4	0	1
58	1	4	1	0
1	1	1	3	4
1	1	1	4	3
1	1	2	2	4
1	1	2	4	2
1	1	3	1	4
1	1	3	4	1
1	1	4	1	3
1	1	4	3	1
1	1	4	2	2
1	1	0	2	4
1	1	0	4	2
1	1	1	2	3
1	1	1	3	2
1	1	1	1	4
1	1	1	4	1
1	1	2	2	2
1	1	2	1	3
1	1	2	3	1
1	1	2	0	4
1	1	2	4	0
1	1	3	1	2
1	1	3	2	1
1	1	4	1	1
1	1	4	0	2
1	1	4	2	0
1	1	0	3	4
1	1	0	4	3
1	1	1	0	4
1	1	1	4	0
1	1	2	1	4
1	1	2	2	3
1	1	2	3	2
1	1	2	4	1
1	1	3	0	4
1	1	3	4	0

0095470 '60'2180'10

FIG.22

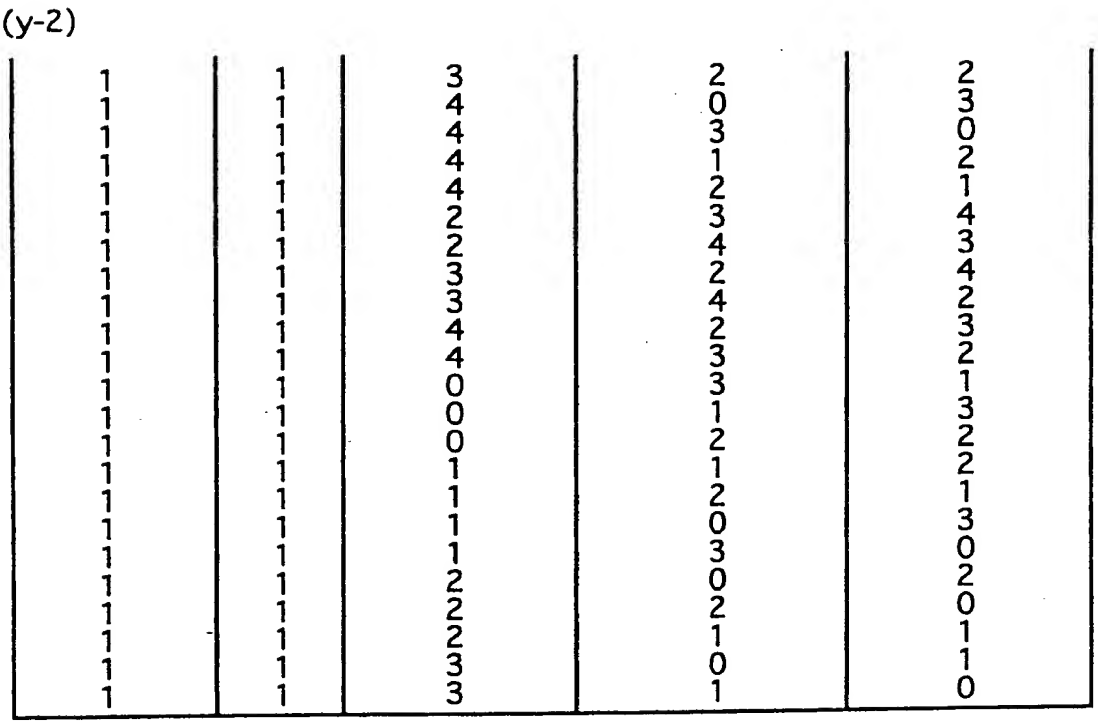
(y-2)
1 1 1

FIG.23

(z-1)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP26

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
1	1	0	2	4
1	1	0	4	2
1	1	1	2	3
1	1	1	3	2
1	1	1	1	4
1	1	1	4	1
1	1	2	2	2
1	1	2	1	3
1	1	2	3	1
1	1	2	0	4
1	1	2	4	0
1	1	3	1	2
1	1	3	2	1
1	1	4	1	1
1	1	4	0	2
1	1	4	2	0
1	1	0	3	4
1	1	0	4	3
1	1	1	0	4
1	1	1	4	0
1	1	2	1	4
1	1	2	2	3
1	1	2	3	2
1	1	2	4	1
1	1	3	0	4
1	1	3	4	0
1	1	3	2	0
1	1	4	0	3
1	1	4	3	0
1	1	4	1	2
1	1	2	3	4
1	1	2	4	3
1	1	3	2	4
1	1	3	4	2
1	1	4	2	3
1	1	4	3	2
1	1	0	1	3
1	1	0	3	1
1	1	0	2	1
1	1	1	1	2
1	1	1	2	0
1	1	1	0	3
1	1	2	0	2
1	1	2	1	0
1	1	3	0	1
10	1	1	3	4
10	1	1	4	3

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FIG.24

(z-2)

10	1	2	2	4
10	1	2	4	2
10	1	3	1	4
10	1	3	4	1
10	1	4	1	3
10	1	4	3	1
106	1	4	2	2
1	2	2	3	3
1	2	2	2	2
1	2	3	2	4
1	2	2	4	2
1	2	4	2	2
1	1	0	2	3
1	1	0	3	2
1	1	0	1	4
1	1	0	4	1
1	1	1	0	4
1	1	1	4	0
1	1	2	2	2
1	1	2	0	3
1	1	2	3	0
1	1	2	1	2
1	1	3	2	1
1	1	3	0	2
1	1	4	1	0
1	1	4	0	1

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FIG.25

ROTATION REEL LAMP OPERATION PATTERN 0

STAGE	FLASH PATTERN	STAGE	FLASH PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	5	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	**(1)** (2) (3) (4) (5) (6) (7) (8) (9)	6	**(1)** (2) (3) (4) (5) (6) (7) (8) (9)
3	**(1)** (2) (3) **(4)** (5) (6) (7) (8) (9)	7	**(1)** (2) (3) **(4)** (5) (6) (7) (8) (9)
4	**(1)** (2) (3) **(4)** (5) (6) **(7)** (8) (9)	8	**(1)** (2) (3) **(4)** (5) (6) **(7)** (8) (9)

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FIG.26

ROTATION REEL LAMP OPERATION PATTERN 1

STAGE	FLASH PATTERN	STAGE	FLASH PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	3	**(1)** (2) (3) **(4)** (5) (6) (7) (8) (9)
2	**(1)** (2) (3) (4) (5) (6) (7) (8) (9)	4	**(1)** (2) (3) **(4)** (5) (6) **(7)** (8) (9)

FIG.27

ROTATION REEL LAMP OPERATION PATTERN 3

STAGE	FLASH PATTERN	STAGE	FLASH PATTERN
1	**(1)** (2) (3) **(4)** (5) (6) **(7)** (8) (9)	3	**(1)** (2) (3) (4) (5) (6) (7) (8) (9)
2	**(1)** (2) (3) **(4)** (5) (6) (7) (8) (9)	4	(1) (2) (3) (4) (5) (6) (7) (8) (9)

FIG.28

ROTATION REEL LAMP OPERATION PATTERN 4

STAGE	FLASH PATTERN	STAGE	FLASH PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	5	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	6	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)

FIG.29

OPERATION PATTERN	ROTATION REEL LAMP OPERATION
0	MOVE DOWNWARD TWICE
1	MOVE DOWNWARD ONCE
2	NO MOVE
3	MOVE UPWARD ONCE
4	MOVE UPWARD TWICE

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FIG.30

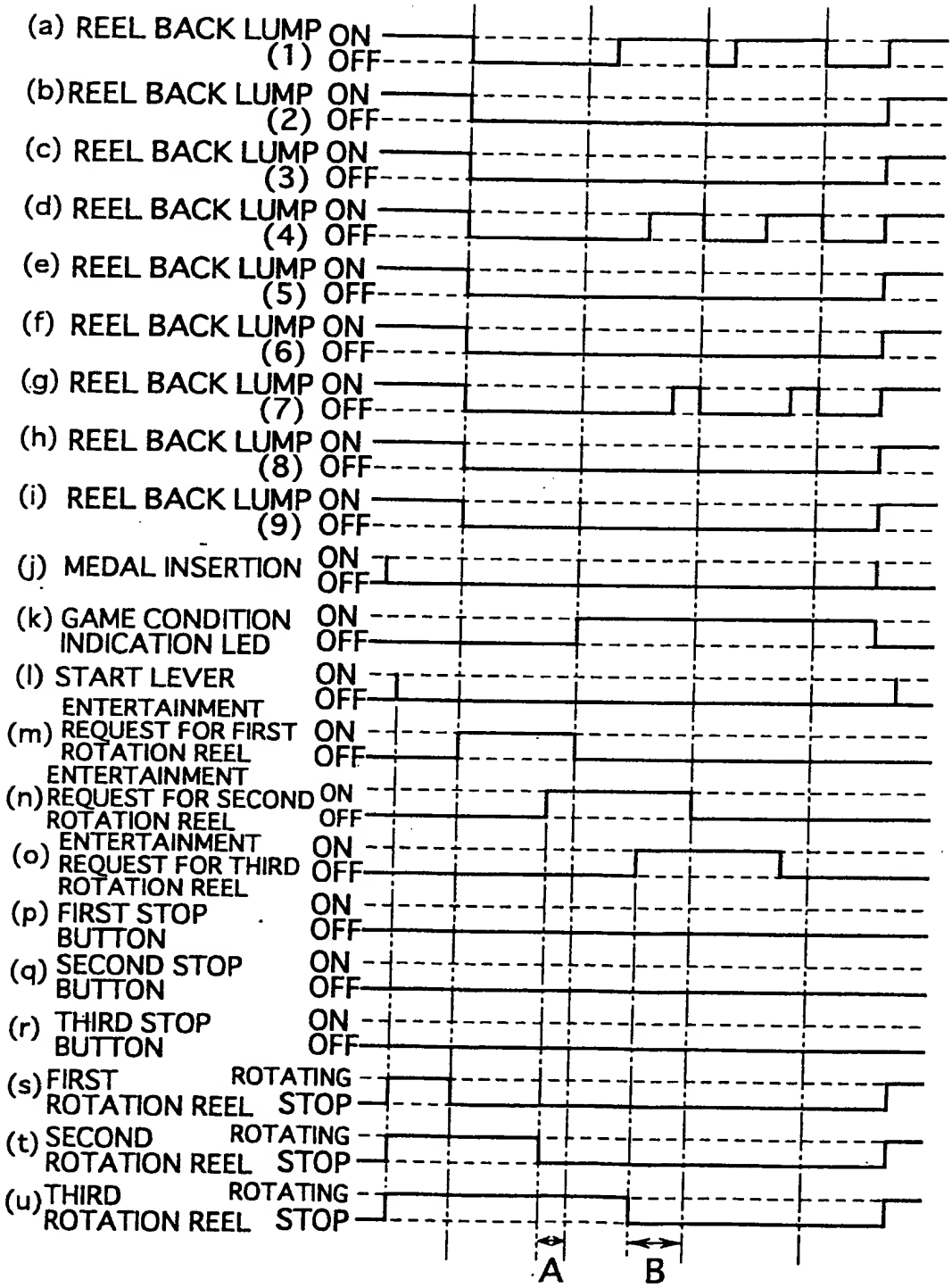
(a) REEL BACK LUMP (1) ON OFF
(b) REEL BACK LUMP (2) ON OFF
(c) REEL BACK LUMP (3) ON OFF
(d) REEL BACK LUMP (4) ON OFF
(e) REEL BACK LUMP (5) ON OFF
(f) REEL BACK LUMP (6) ON OFF
(g) REEL BACK LUMP (7) ON OFF
(h) REEL BACK LUMP (8) ON OFF
(i) REEL BACK LUMP (9) ON OFF
(j) MEDAL INSERTION ON OFF
(k) GAME CONDITION INDICATION LED ON OFF
(l) START LEVER ON OFF
(m) ENTERTAINMENT REQUEST FOR FIRST ROTATION REEL ON OFF
(n) ENTERTAINMENT REQUEST FOR SECOND ROTATION REEL ON OFF
(o) ENTERTAINMENT REQUEST FOR THIRD ROTATION REEL ON OFF
(p) FIRST STOP BUTTON ON OFF
(q) SECOND STOP BUTTON ON OFF
(r) THIRD STOP BUTTON ON OFF
(s) FIRST ROTATION REEL ROTATING STOP
(t) SECOND ROTATION REEL ROTATING STOP
(u) THIRD ROTATION REEL ROTATING STOP
A
B

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FIG.31

(a)

STOP	ROTATION REEL LAMP OPERATION PATTERN	ROTATION REEL LAMP OPERATION PATTERN-2	TOTAL OF ROTATION REEL LAMP OPERATION PATTERN-2	GAME CONDITION INDICATION LED OPERATION
FIRST STOP TIME	n1 (0~4)	n1-2 (-2~2)	n1-2=S1 (-2~2)	S1 OPERATION PATTERN
SECOND STOP TIME	n2 (0~4)	n2-2 (-2~2)	n1+n2-4=S2 (-4~4)	S2 OPERATION PATTERN
THIRD STOP TIME	n3 (0~4)	n3-2 (-2~2)	n1+n2+n3-6=S3 (-6~6)	S3 OPERATION PATTERN
MEDAL INSERTION FOR THE SUBSEQUENT GAME				CLEARED (PATTERN 0)

(b)

TOTAL OF ROTATION REEL LAMP OPERATION PATTERN-2	GAME CONDITION INDICATION LED OPERATION PATTERN
0	PATTERN 0
1	PATTERN 1
2	PATTERN 2
3	PATTERN 3
4	PATTERN 4

(c)

STOP	REEL	ROTATION REEL LAMP OPERATION PATTERN	ROTATION REEL LAMP OPERATION PATTERN-2	TOTAL OF ROTATION REEL LAMP OPERATION PATTERN-2	GAME CONDITION INDICATION LED OPERATION
FIRST STOP TIME	FIRST ROTATION REEL	4	2	2=2	PATTERN1
SECOND STOP TIME	SECOND ROTATION REEL	1	-1	2-1=1	PATTERN2
THIRD STOP TIME	THIRD ROTATION REEL	2	0	2-1+0=1	PATTERN3
MEDALIN SERTION FOR THE SUBSEQUENT GAME					CLEARED (PATTERN 0)

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FIG.32

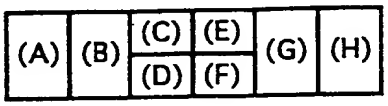
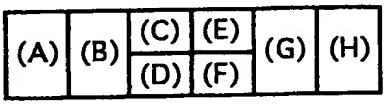
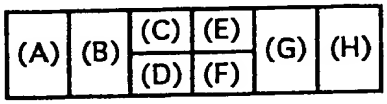
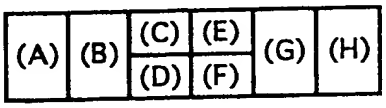
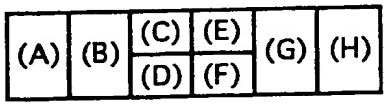
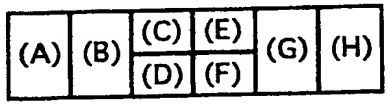
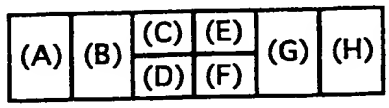
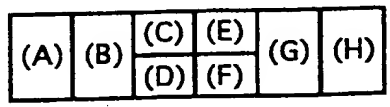
GAME CONDITION	STAGE	FLASH PATTERN
PATTERN 0 UNDER REGULAR GAME CONDITION (CLEAR: FLASH PATTERN IS NOT DISPLAYED)	1	
	2	
	3	
PATTERN CHANGEOVER TIME (80.84ms)	4	
	5	
	6	
	7	
	8	

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FIG.33

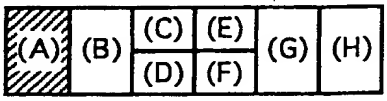
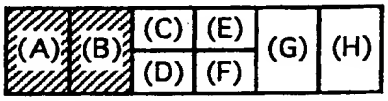
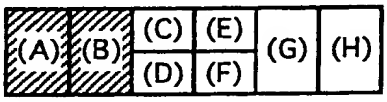
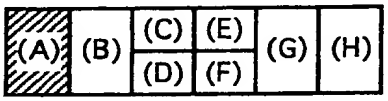
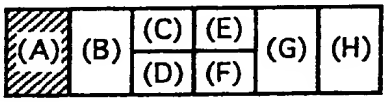
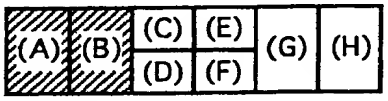
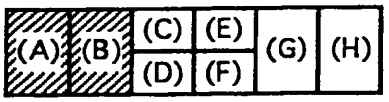
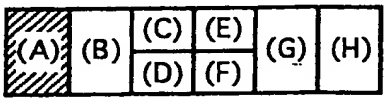
GAME CONDITION	STAGE	FLASH PATTERN
PATTERN1 UNDER REGULAR GAME CONDITION	1	
	2	
	3	
PATTERN CHANGEOVER TIME (80.84ms)	4	
	5	
	6	
	7	
	8	

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FIG.34

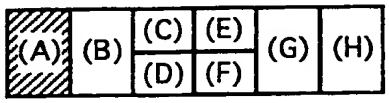
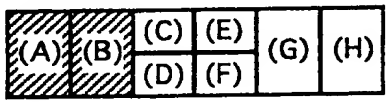
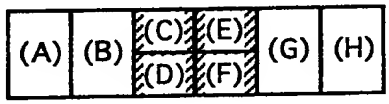
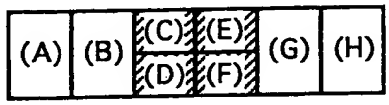
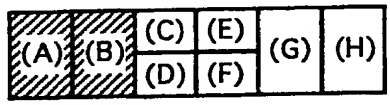
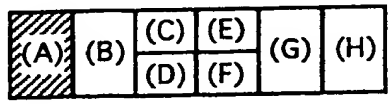
GAME CONDITION	STAGE	FLASH PATTERN
PATTERN2 UNDER REGULAR GAME CONDITION	1	
	2	
	3	
PATTERN CHANGEOVER TIME (80.84ms)	4	
	5	
	6	
	7	
	8	

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FIG.35

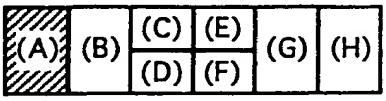
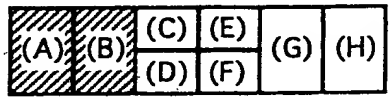
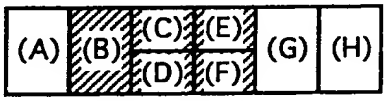
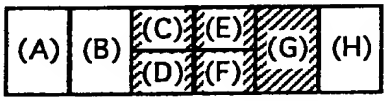
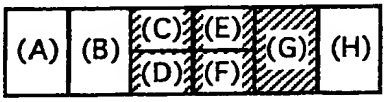
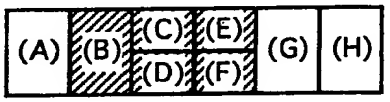
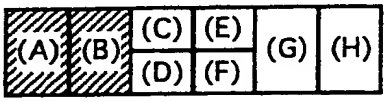
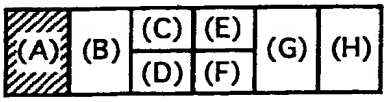
GAME CONDITION	STAGE	FLASH PATTERN
PATTERN3 UNDER REGULAR GAME CONDITION	1	
	2	
	3	
PATTERN CHANGEOVER TIME (80.84ms)	4	
	5	
	6	
	7	
	8	

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FIG.36

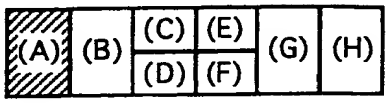
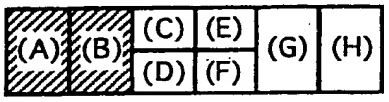
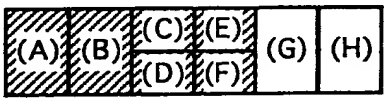
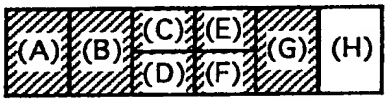
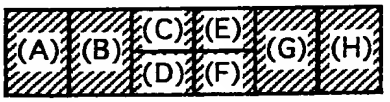
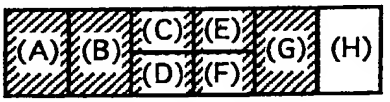
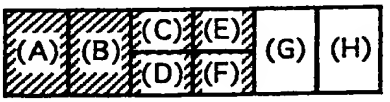
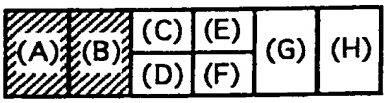
GAME CONDITION	STAGE	FLASH PATTERN
PATTERN4 UNDER REGULAR GAME CONDITION	1	
	2	
	3	
PATTERN CHANGEOVER TIME (80.84ms)	4	
	5	
	6	
	7	
	8	

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FIG.37

GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
	FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
1	0	0	4
1	0	4	0
1	4	0	0
1	1	1	3
1	1	3	1
1	3	1	1
1	0	3	3
1	3	0	3
1	3	3	0
1	1	3	3
1	3	1	3
1	3	3	1
1	0	4	4
1	2	3	3
1	3	2	3
1	3	3	2
1	4	0	4
1	4	4	0
1	1	4	4
1	3	3	3
1	4	1	4
1	4	4	1
1	2	4	4
1	3	3	4
1	3	4	3
1	4	2	4
1	4	3	3
1	4	4	2

FIG.38

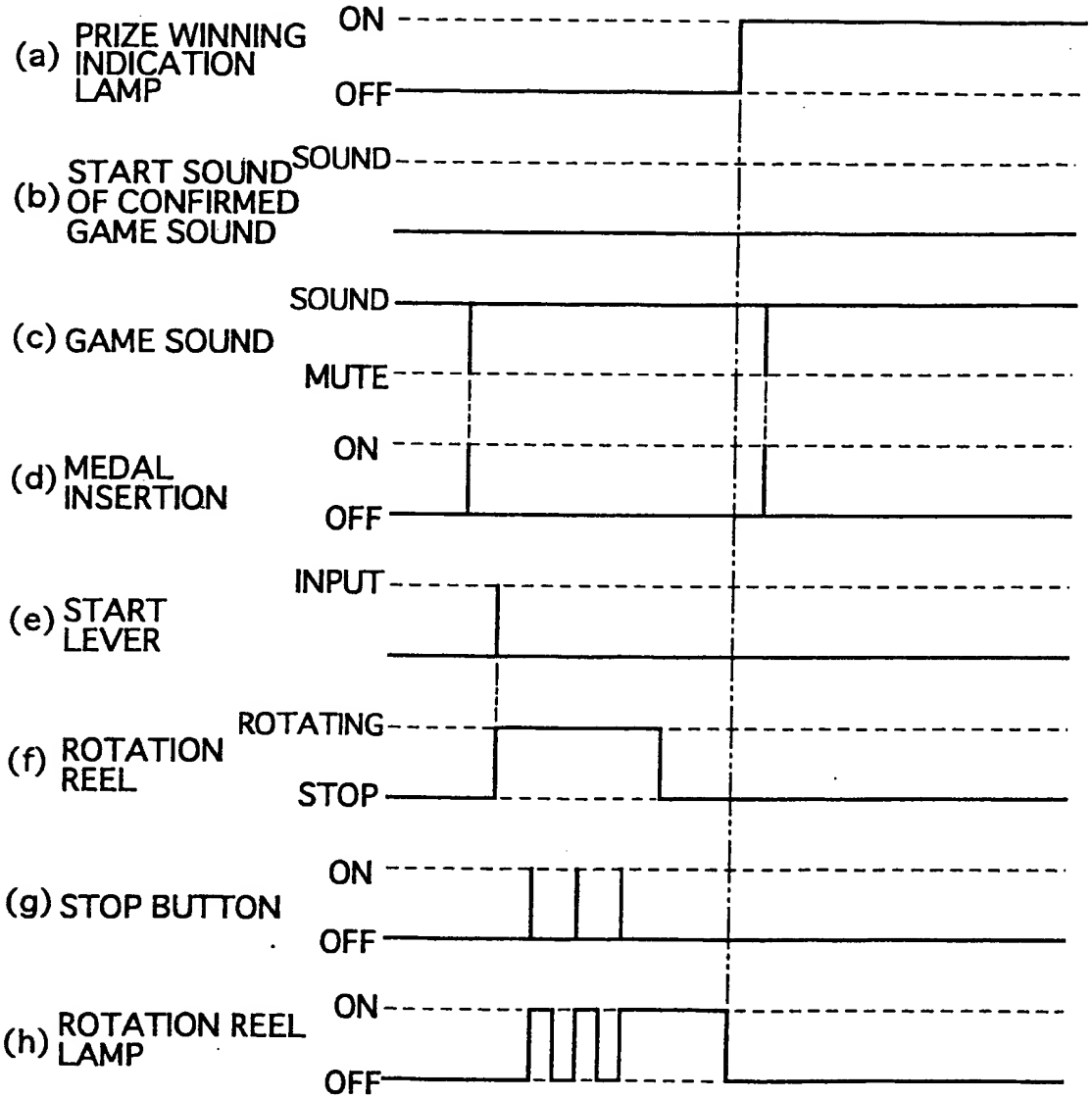
(a) PRIZE WINNING INDICATION LAMP
ON
OFF
(b) START SOUND OF CONFIRMED GAME SOUND
SOUND
(c) GAME SOUND
SOUND
MUTE
(d) MEDAL INSERTION
ON
OFF
(e) START LEVER
INPUT
(f) ROTATION REEL
ROTATING
STOP
(g) STOP BUTTON
ON
OFF
(h) ROTATION REEL LAMP
ON
OFF

FIG.39

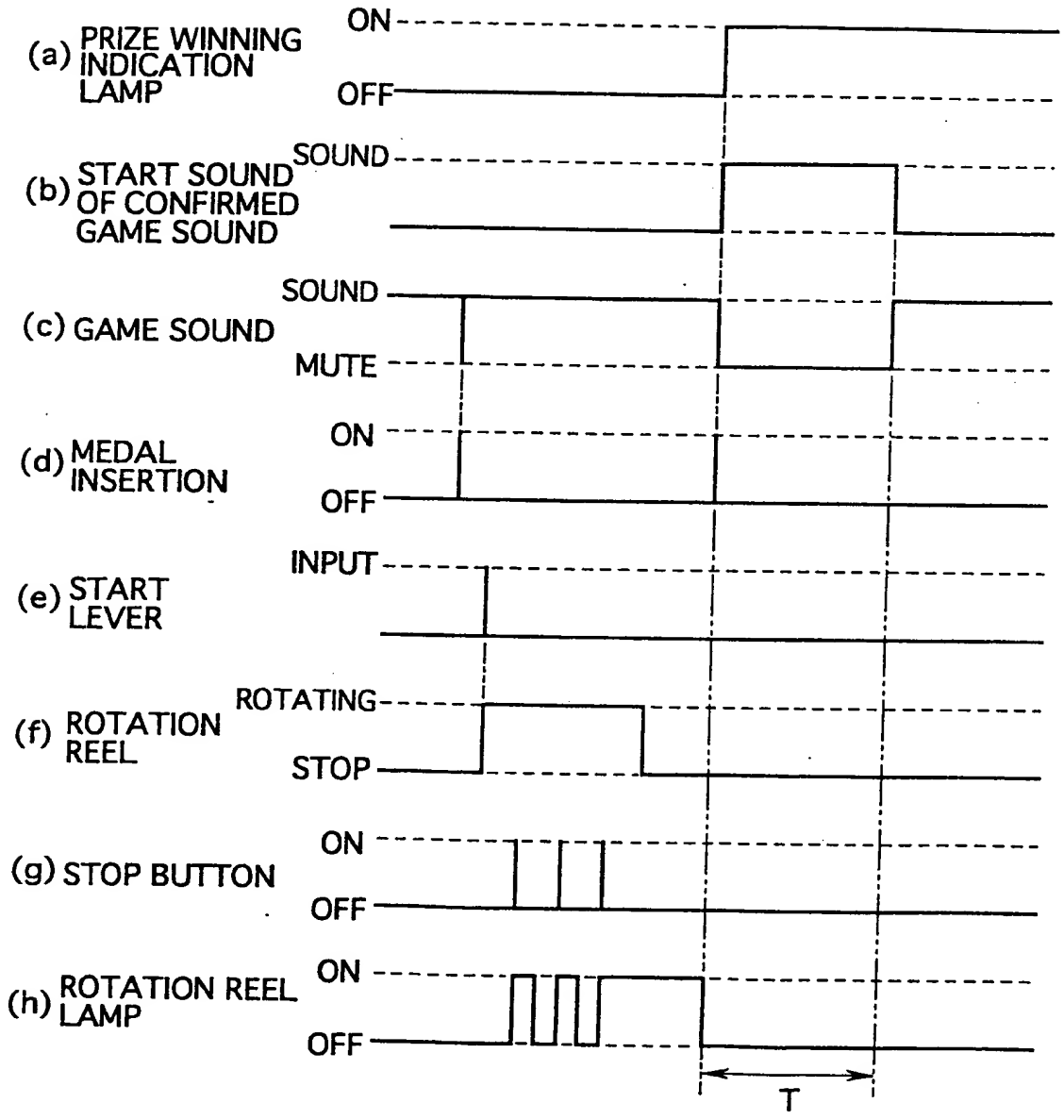
(a) PRIZE WINNING INDICATION LAMP
ON
OFF
(b) START SOUND OF CONFIRMED GAME SOUND
SOUND
(c) GAME SOUND
SOUND
MUTE
(d) MEDAL INSERTION
ON
OFF
(e) START LEVER
INPUT
(f) ROTATION REEL
ROTATING
STOP
(g) STOP BUTTON
ON
OFF
(h) ROTATION REEL LAMP
ON
OFF
T

FIG.40

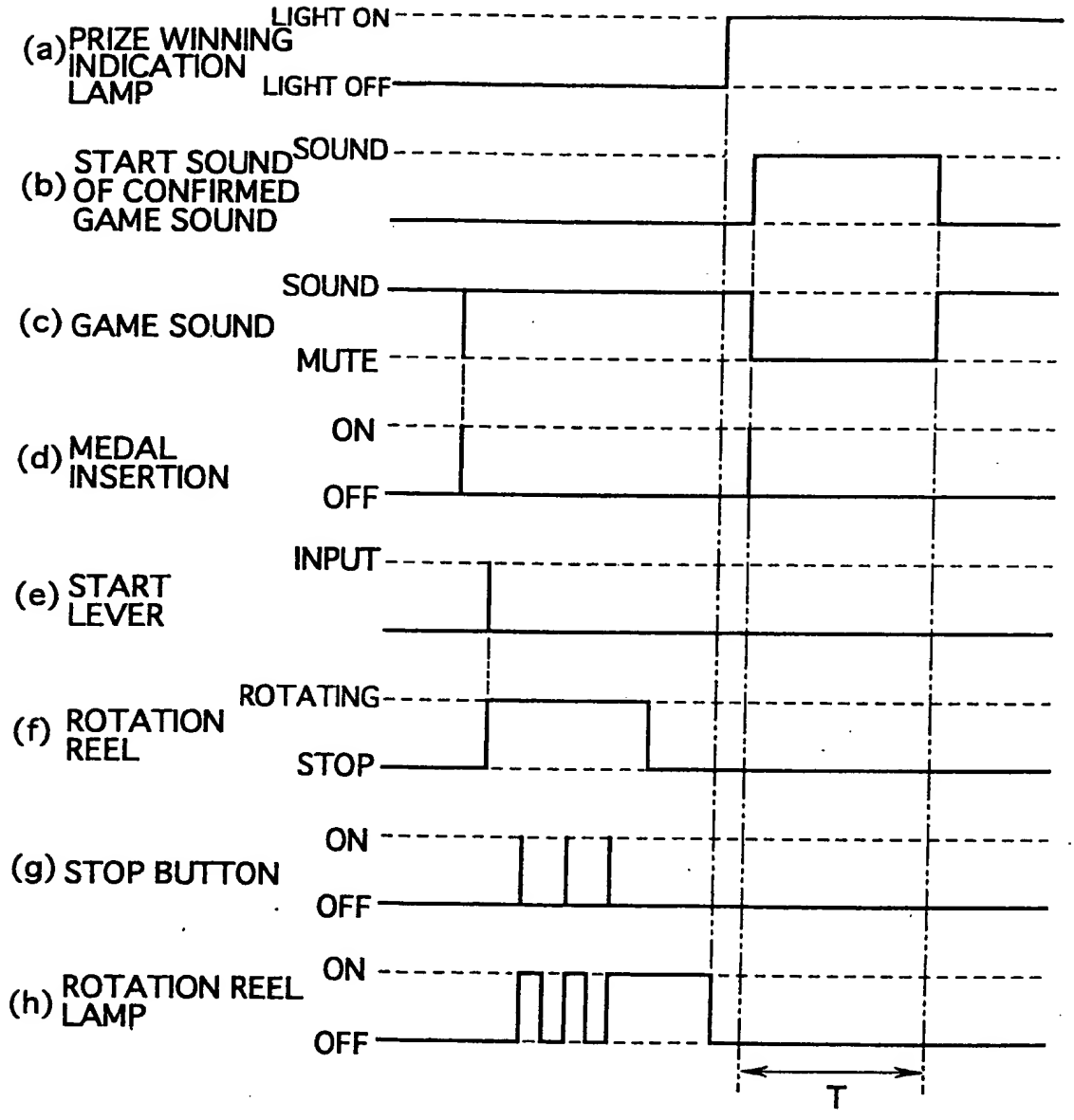
(a) PRIZE WINNING INDICATION LAMP
LIGHT ON
LIGHT OFF
(b) START SOUND OF CONFIRMED GAME SOUND
SOUND
(c) GAME SOUND
SOUND
MUTE
(d) MEDAL INSERTION
ON
OFF
(e) START LEVER
INPUT
(f) ROTATION REEL
ROTATING
STOP
(g) STOP BUTTON
ON
OFF
(h) ROTATION REEL LAMP
ON
OFF
T

FIG.41

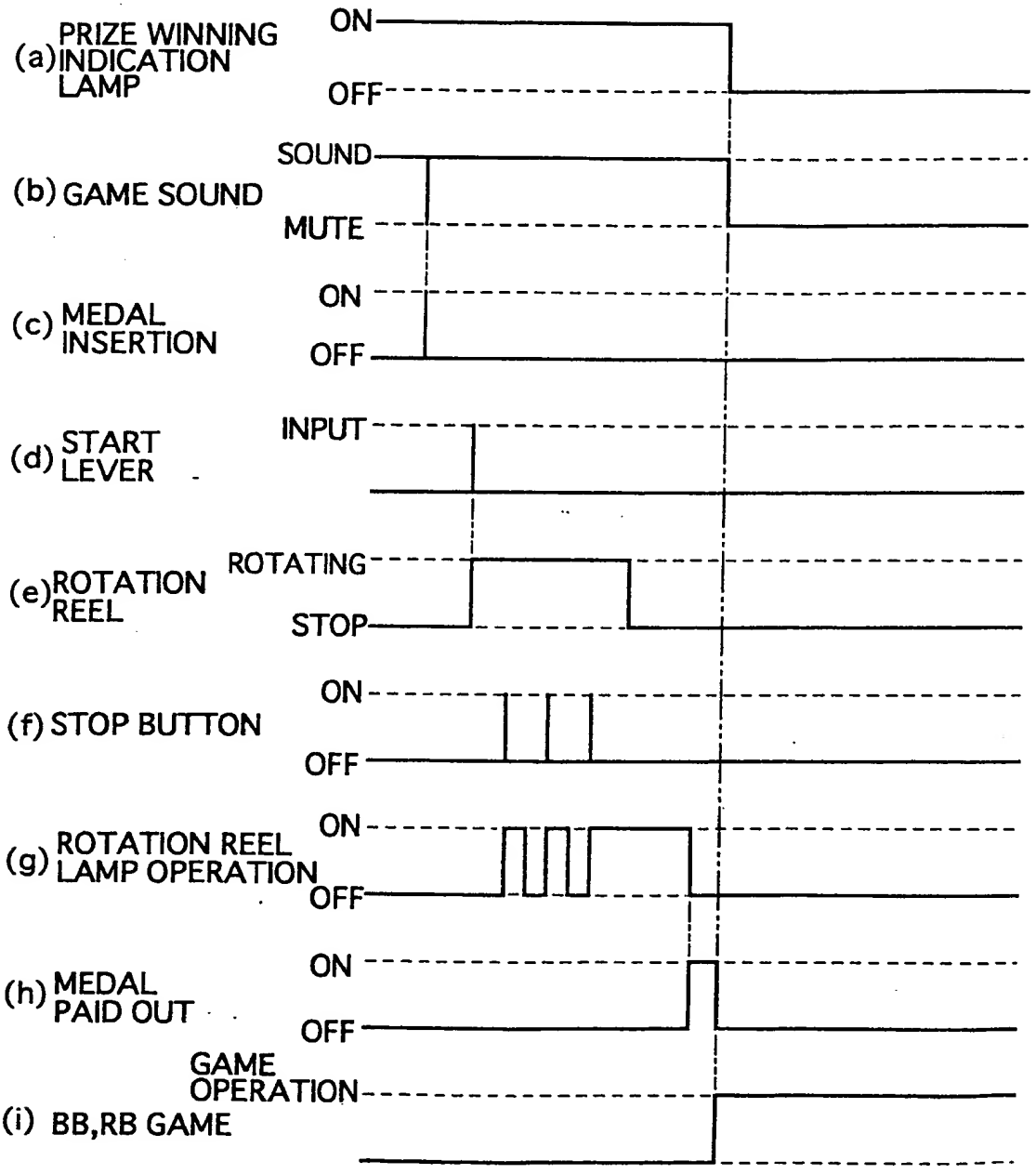
(a) PRIZE WINNING INDICATION LAMP
ON
OFF
(b) GAME SOUND
SOUND
MUTE
(c) MEDAL INSERTION
ON
OFF
(d) START LEVER
INPUT
(e) ROTATION REEL
ROTATING
STOP
(f) STOP BUTTON
ON
OFF
(g) ROTATION REEL LAMP OPERATION
ON
OFF
(h) MEDAL PAID OUT
ON
OFF
(i) BB,RB GAME
GAME OPERATION

FIG.42

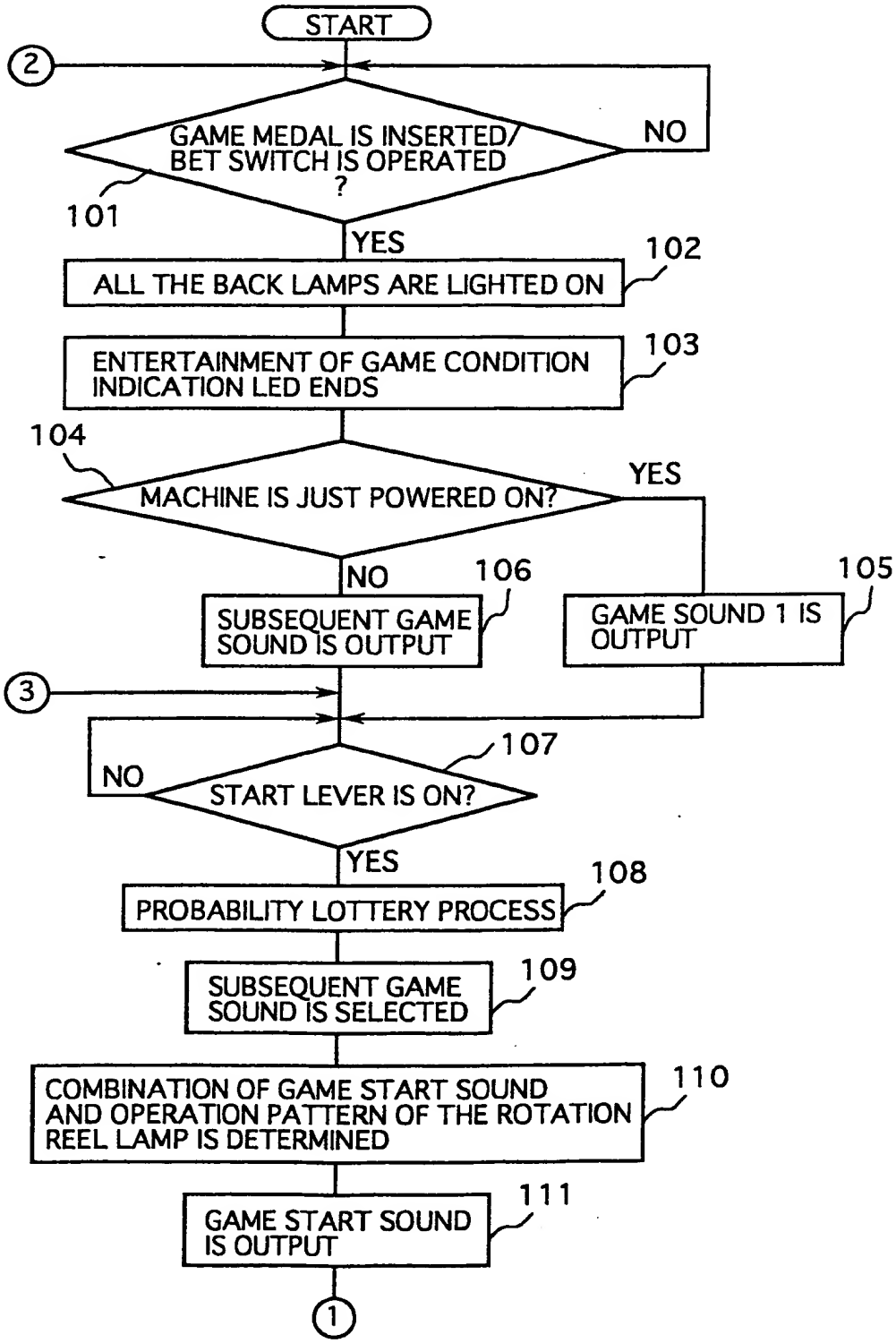

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FIG.43

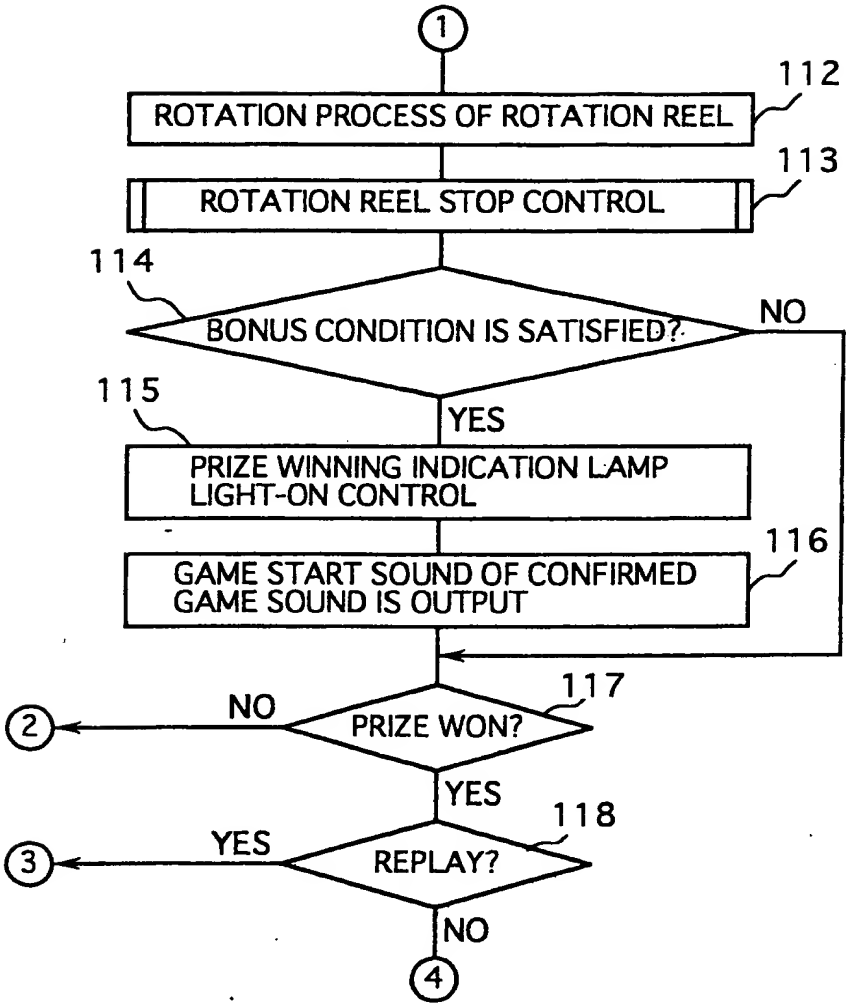

1
112
ROTATION PROCESS OF ROTATION REEL
113
ROTATION REEL STOP CONTROL
114
BONUS CONDITION IS SATISFIED?
NO
YES
115
PRIZE WINNING INDICATION LAMP LIGHT-ON CONTROL
116
GAME START SOUND OF CONFIRMED GAME SOUND IS OUTPUT
117
NO
2
PRIZE WON?
YES
118
YES
3
REPLAY?
NO
4

FIG.44

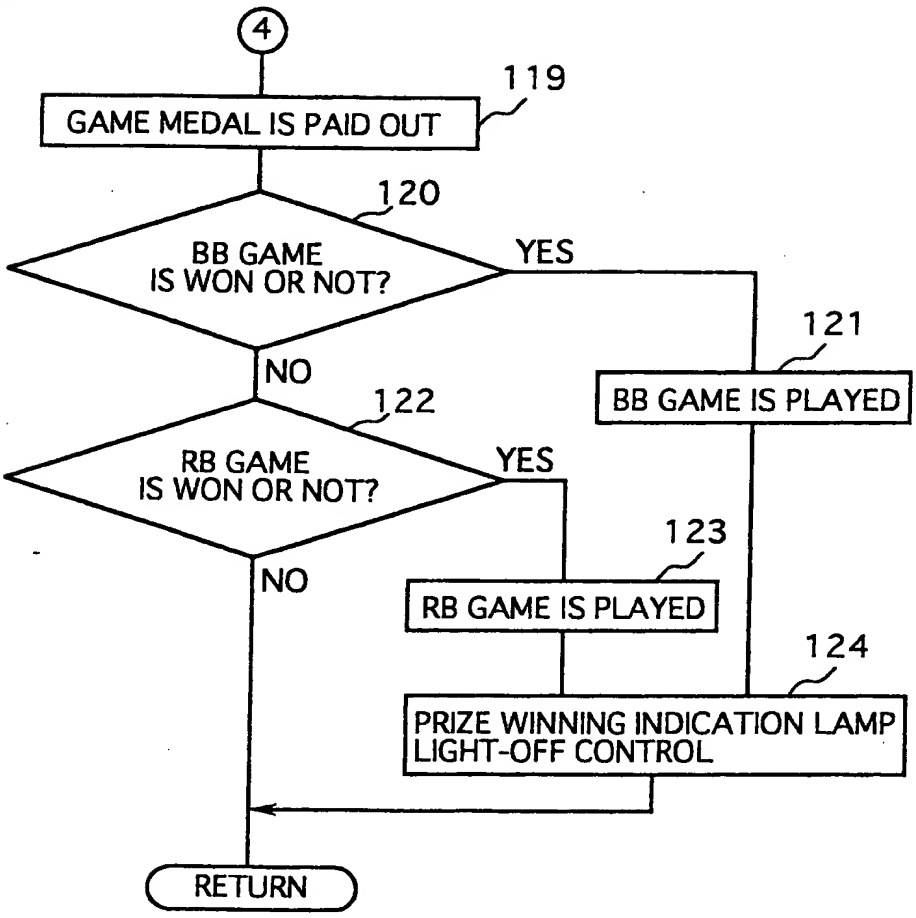

4
119
GAME MEDAL IS PAID OUT
120
BB GAME IS WON OR NOT?
YES
NO
121
BB GAME IS PLAYED
122
RB GAME IS WON OR NOT?
YES
NO
123
RB GAME IS PLAYED
124
PRIZE WINNING INDICATION LAMP LIGHT-OFF CONTROL
RETURN

FIG.45

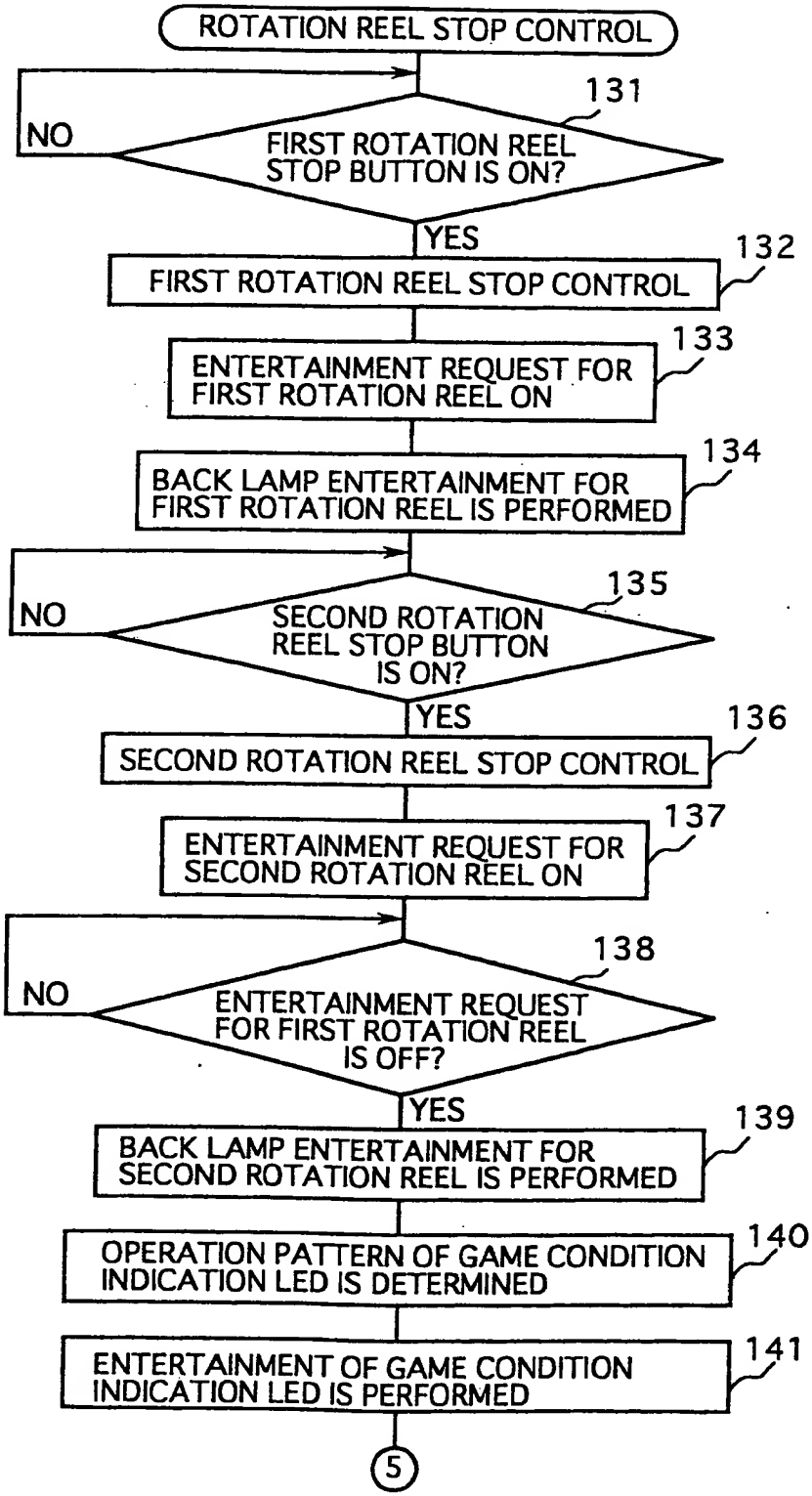
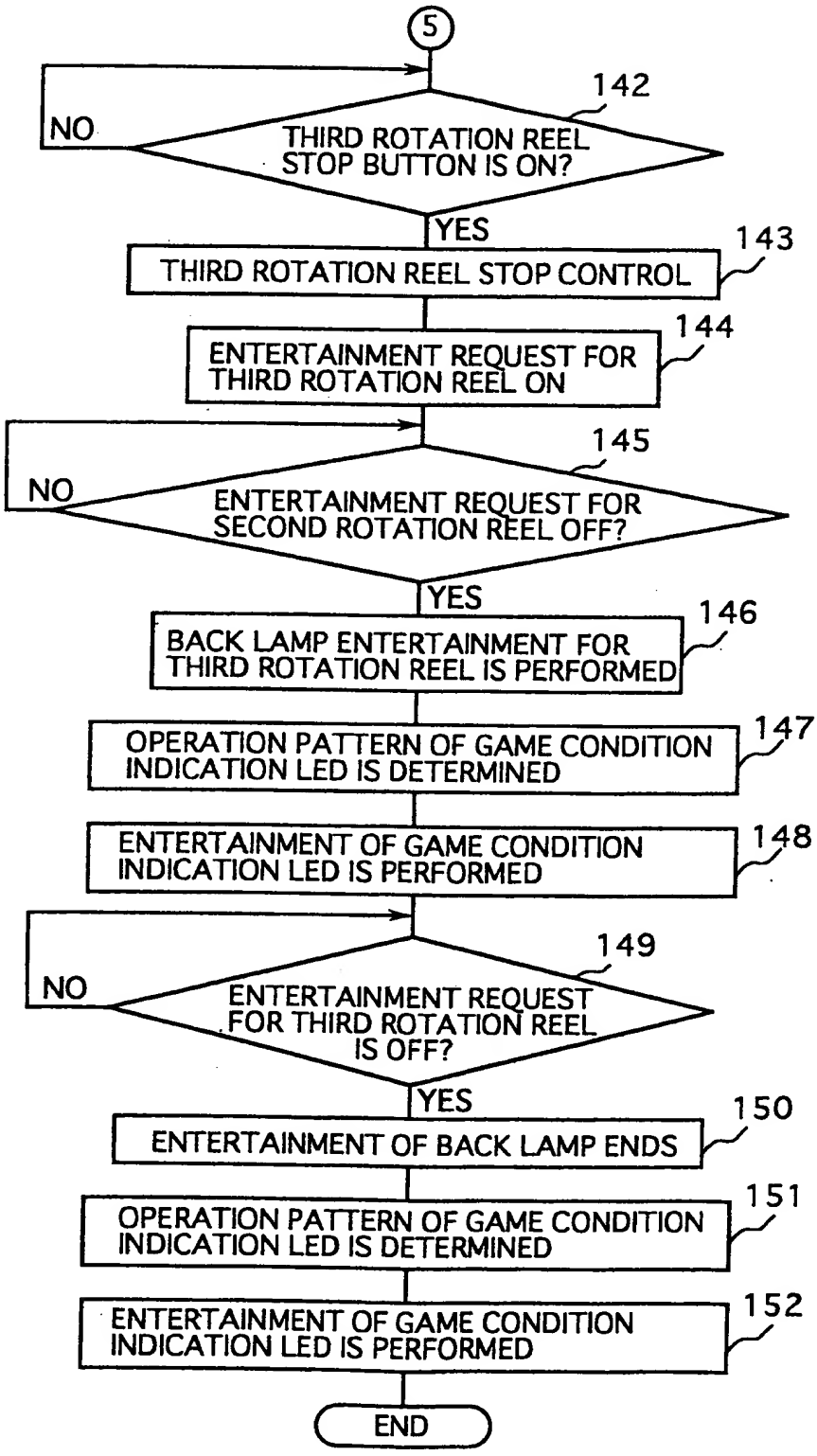

ROTATION REEL STOP CONTROL
131
NO
FIRST ROTATION REEL STOP BUTTON IS ON?
YES
132
FIRST ROTATION REEL STOP CONTROL
133
ENTERTAINMENT REQUEST FOR FIRST ROTATION REEL ON
134
BACK LAMP ENTERTAINMENT FOR FIRST ROTATION REEL IS PERFORMED
135
NO
SECOND ROTATION REEL STOP BUTTON IS ON?
YES
136
SECOND ROTATION REEL STOP CONTROL
137
ENTERTAINMENT REQUEST FOR SECOND ROTATION REEL ON
138
NO
ENTERTAINMENT REQUEST FOR FIRST ROTATION REEL IS OFF?
YES
139
BACK LAMP ENTERTAINMENT FOR SECOND ROTATION REEL IS PERFORMED
140
OPERATION PATTERN OF GAME CONDITION INDICATION LED IS DETERMINED
141
ENTERTAINMENT OF GAME CONDITION INDICATION LED IS PERFORMED
5

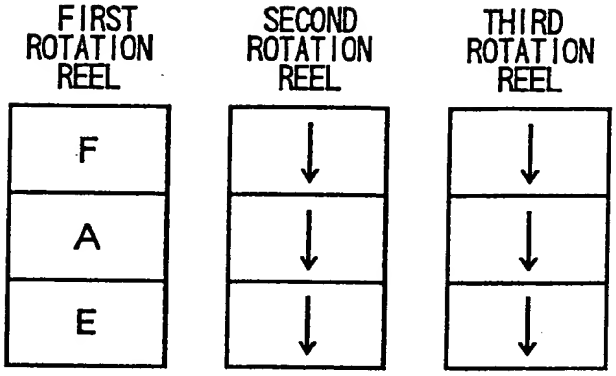
FIG.46



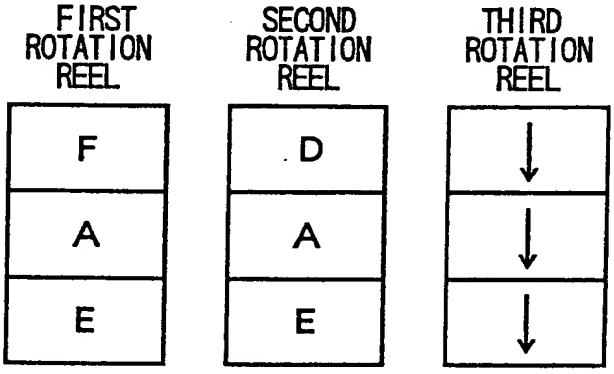
0094-0095-0096-0097-0098

FIG.47

(a)



(b)



(c)

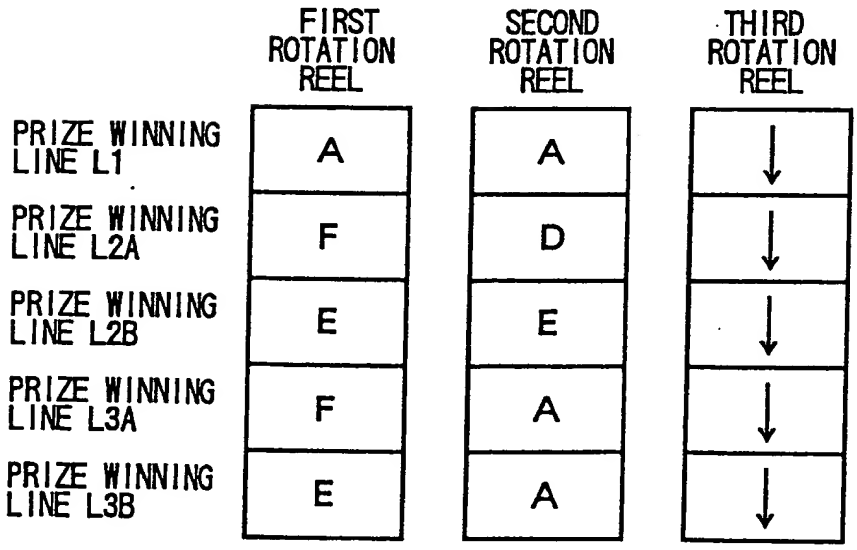


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FIG.48

CODE No.	PRIZE WINNING EXPECTATION FLAG			
	BIG PRIZE	MIDDLE PRIZE	SMALL PRIZE	NO PRIZE
0	0	0	0	1
1	0	1	0	0
2	0	1	0	0
3	0	0	0	1
4	0	0	0	1
5	1	0	1	0
⋮	⋮	⋮	⋮	⋮
20	0	0	0	1

0054705-082100